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COSMO applications on heterogeneous architectures

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Why using the COSMO-GPU version

- Developments from the COSMO priority project POMPA
- COSMO is 3x faster on GPUs
- Easier to get allocation time on large heterogenous systems (e.g. Piz Daint)
- Even on CPU-only system the new version is faster (using the c++ dycore)
- Possibility to run in single precision



Piz Daint, at CSCS, Switzerland, fastest machine in Europe, is GPU based

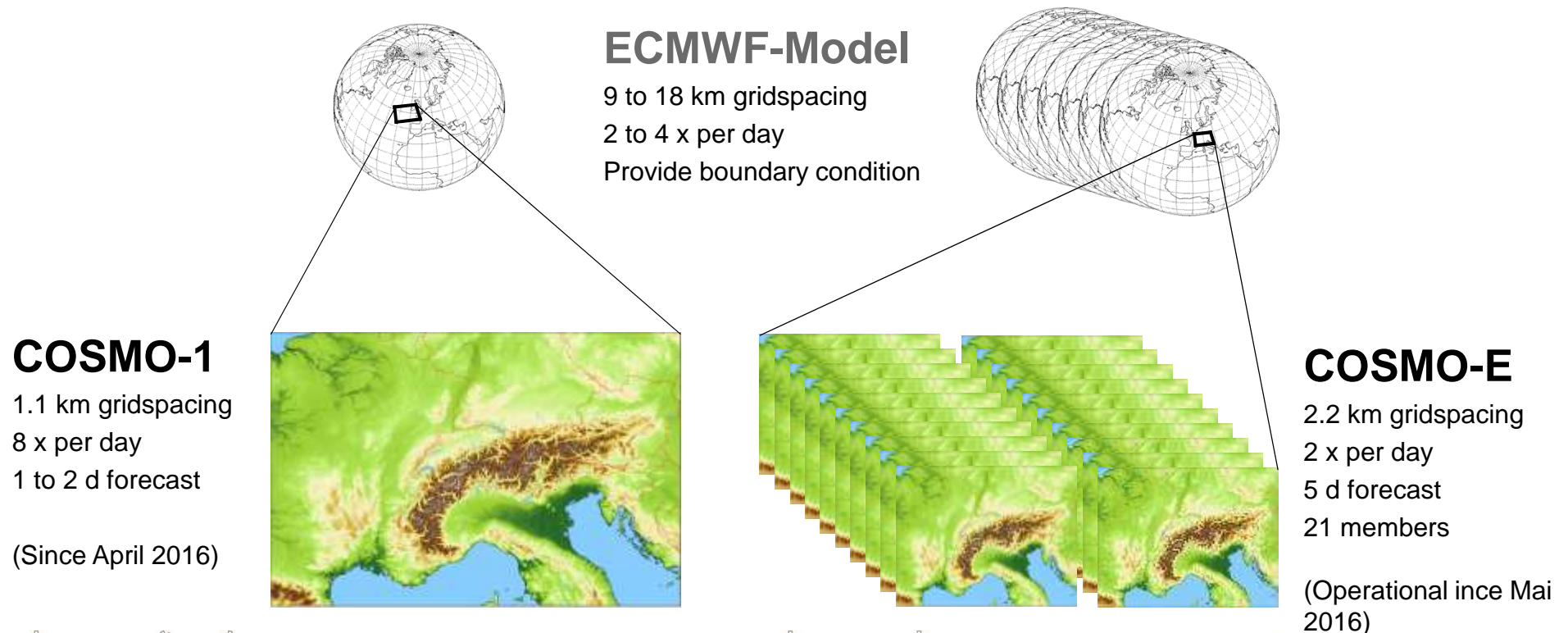
4 Applications of POMPA project developments

- MeteoSwiss operational forecast system
- COSMO CALMO project
- COSMO LEPs
- European-scale multi-year convection-resolving climate simulations



Operational Forecast MeteoSwiss

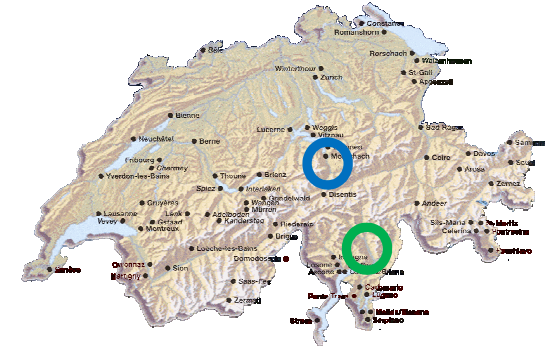
- COSMO-1 (1 km high resolution) and COSMO-E (ensemble)
- Running on GPU, in single (Forecast) and double precision (Analysis)
- About 4x was gained by acquiring a GPU system (Piz Kesch)



Ensemble data assimilation: LETKF

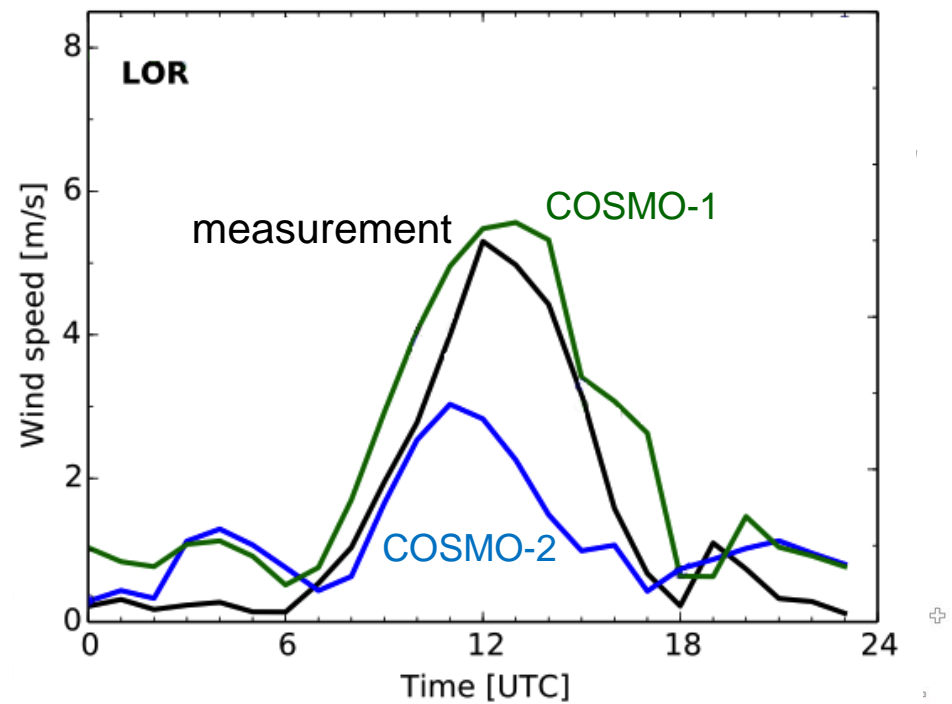
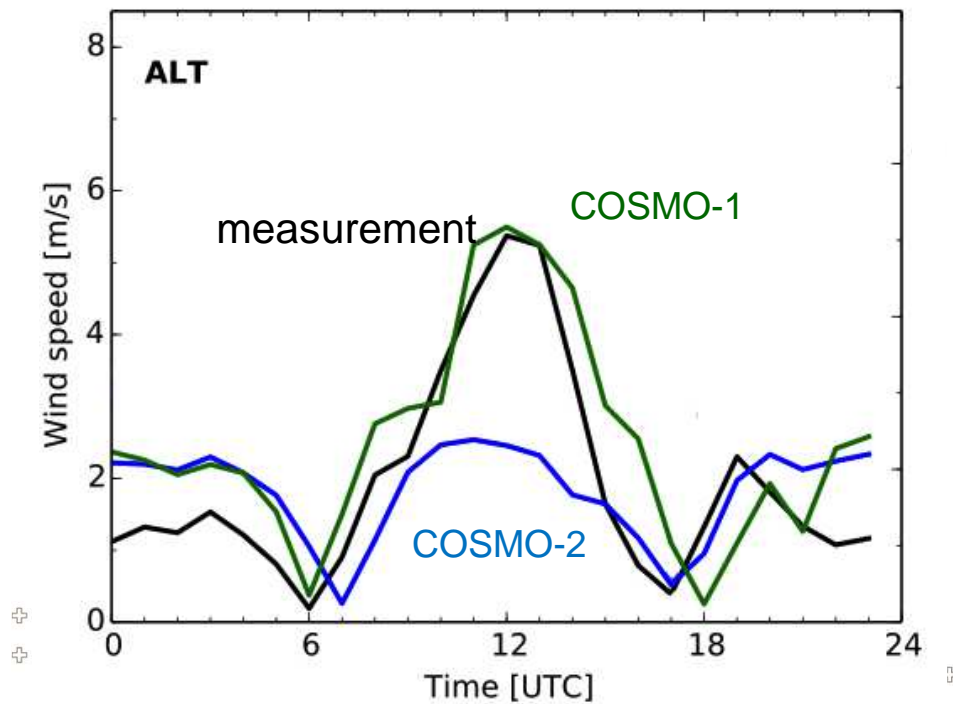
Benefit of the higher resolution

(18 days: 9. – 27.7.2006)



Altdorf (Reuss valley)

Lodrino (Leventina)

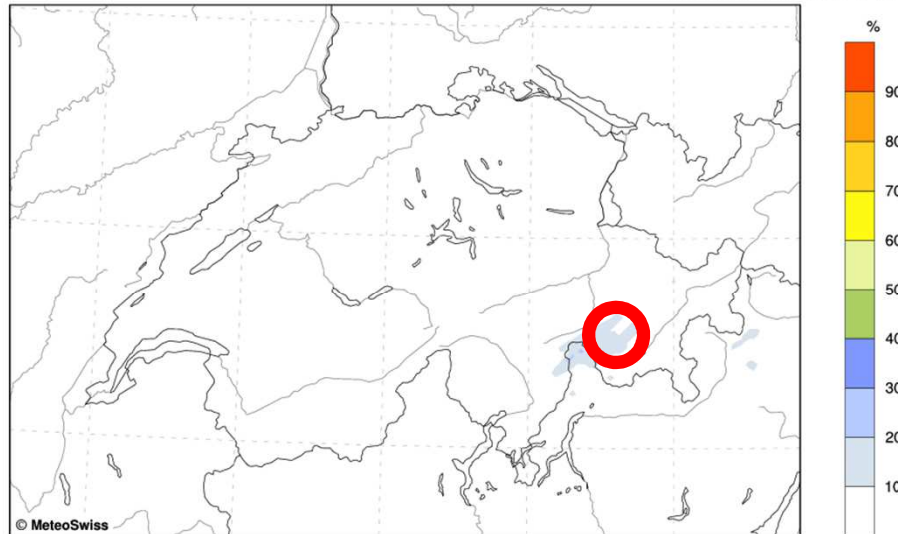




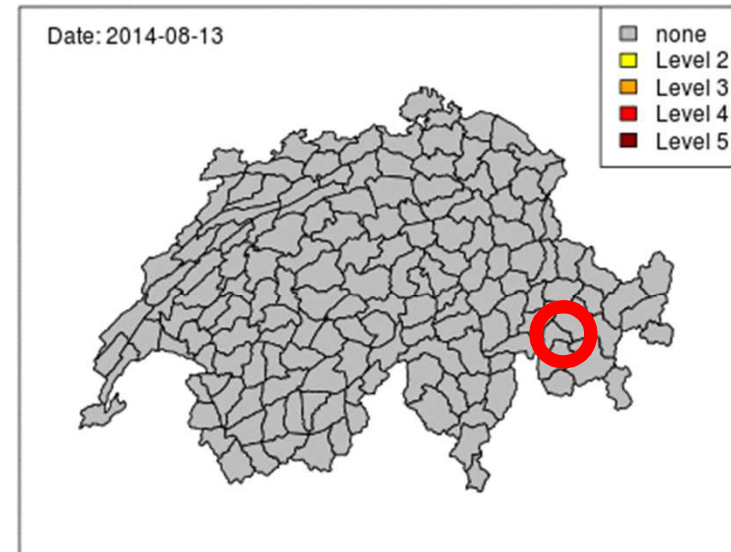
Benefit of ensemble for warnings

Example: Landslide affecting railway in the Alps, 13. 8. 2014

COSMO-E PROBABILITY_FORECAST
Probability 1h Sum of Total Precipitation > 5mm
Wed 13 Aug 2014 00UTC
12.08.2014 00UTC +24h



Model warning suggestions for 24h accumulated rain

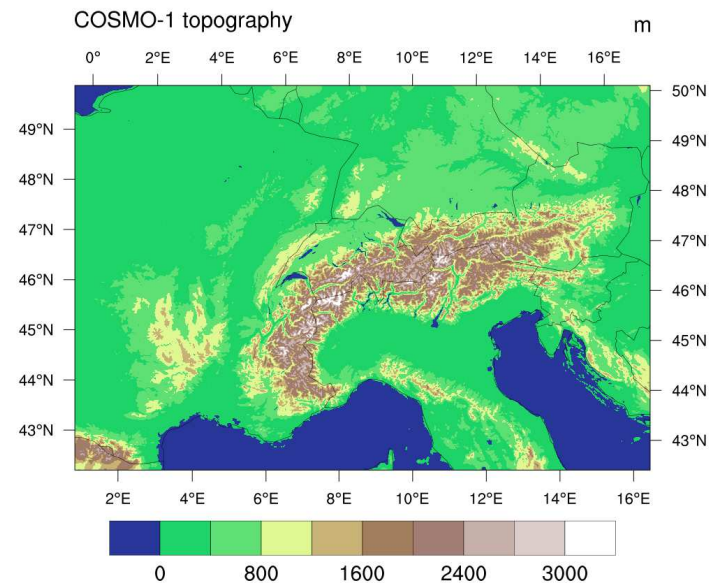
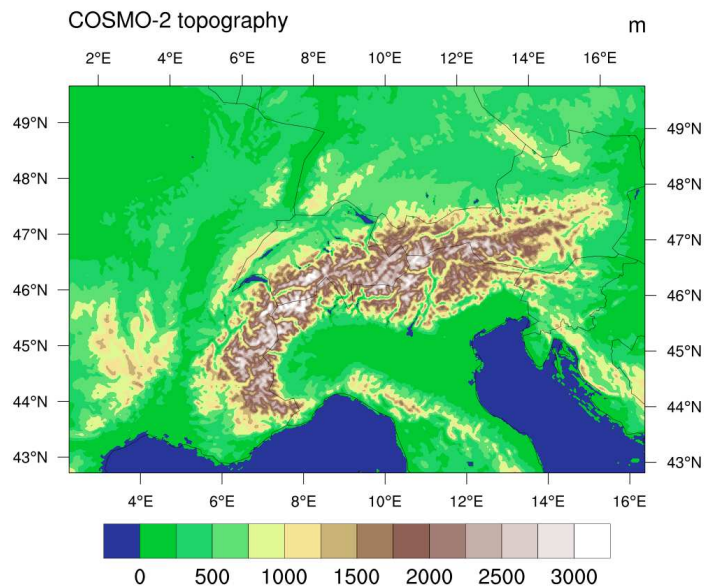


Probabilistic rain forecast
1h Sum > 5mm from COSMO-E

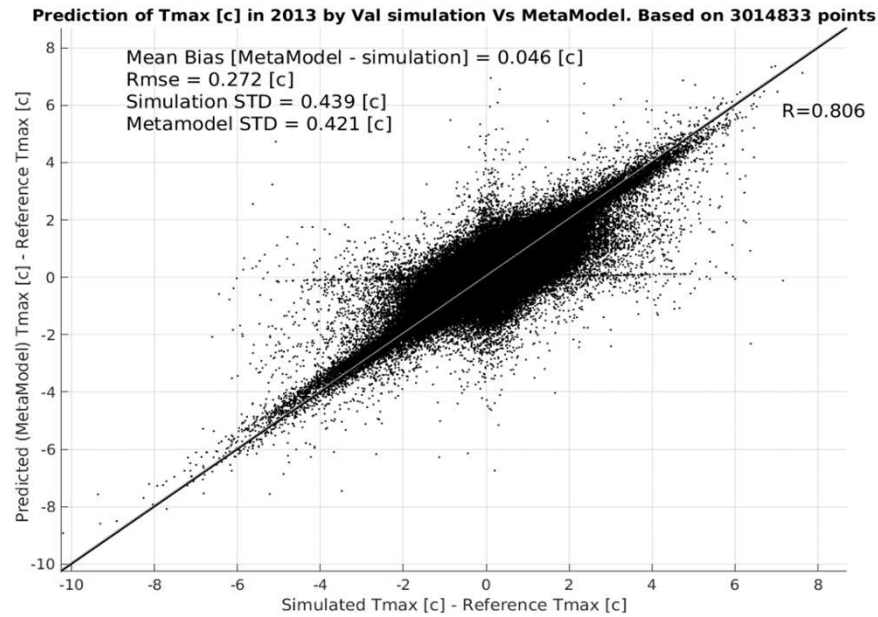
Automatic warning proposals
derived from COSMO-E

CALMO project

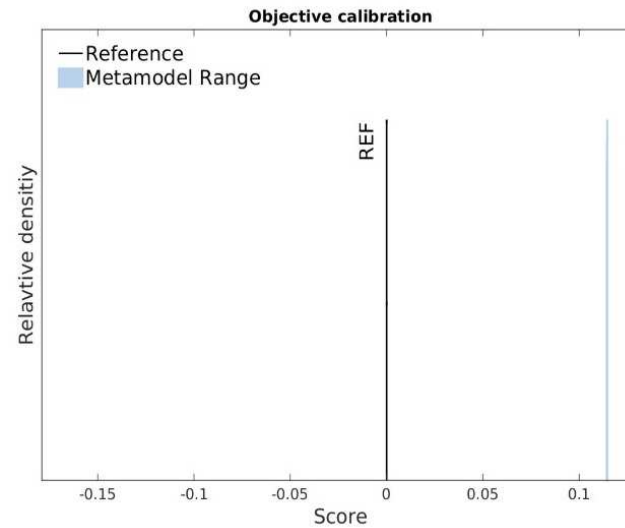
- Provide an objective methodology for tuning NWP models parameters, based on work from Bellprat et al, (2012)
- Usage of the GPU version for COSMO-2 and COSMO-1 configurations
- More than 270000 node hours used on PiZ Daint at CSCS
- More than 80TB generated and stored data



Accuracy of the MM. MM fitting for Tmax with correlation coefficient R=0.806 for COSMO-2

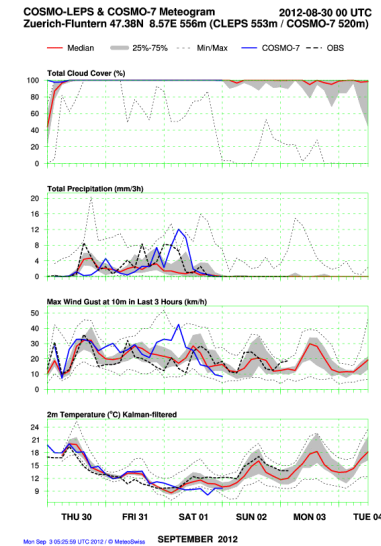
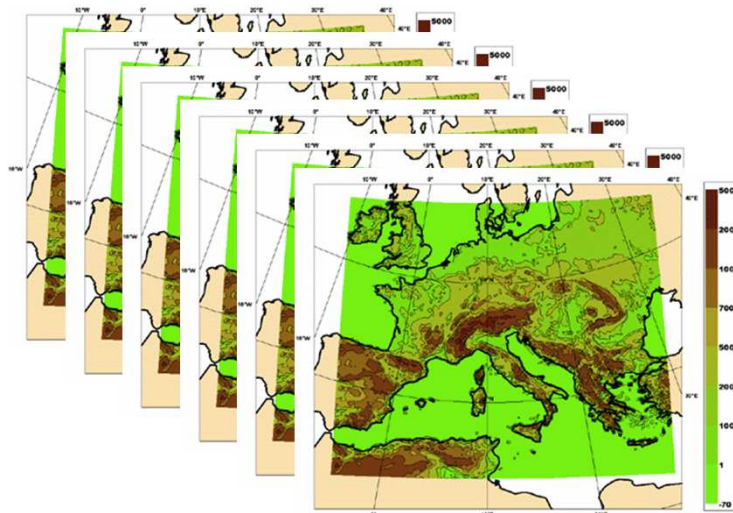


Final score distribution together with the score of the reference (REF) simulation for COSMO-1



COSMO LEPS

Ensemble system from COSMO consortium run at ECMWF

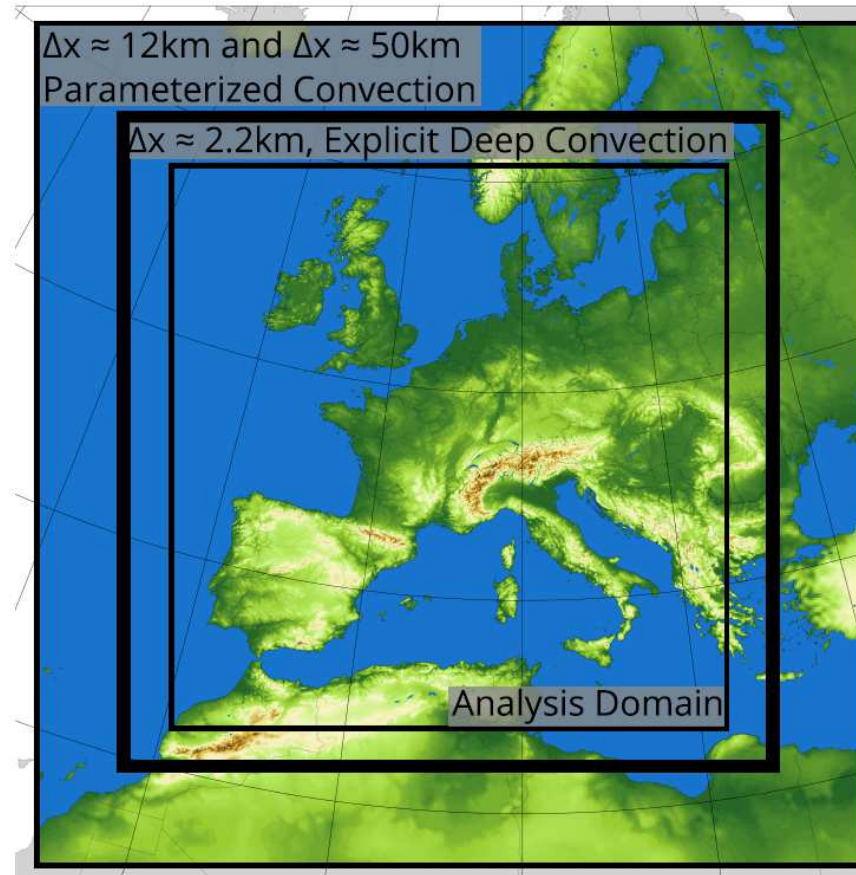


Switch to single precision

- 30% gain in BUs
- 30 → 21 minutes; 16 → 20 members

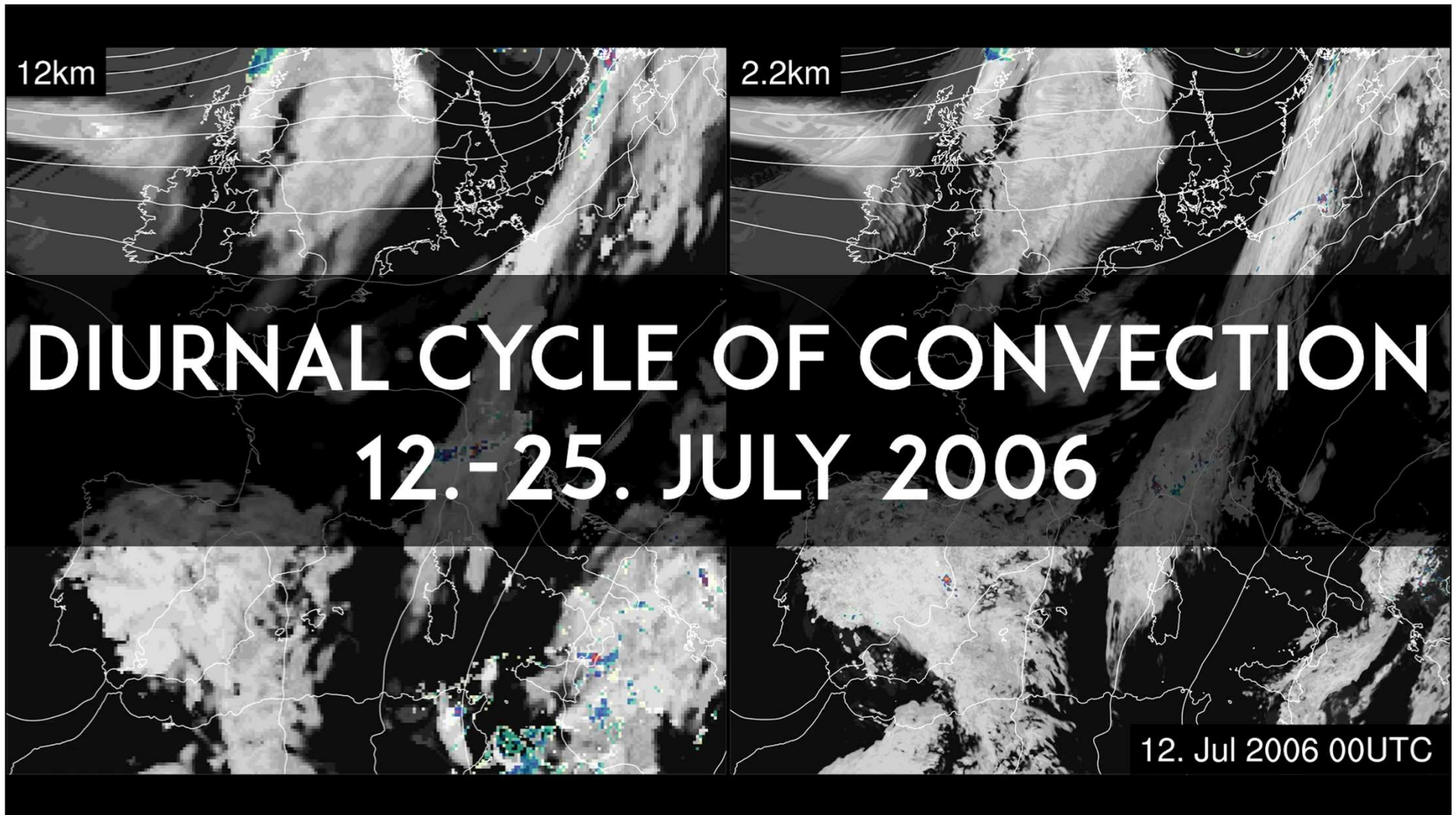
European-scale multi-year convection-resolving climate simulations

- ▶ COSMO Full-GPU-prototype based on v4.19 (Fuhrer et al., 2014)
- ▶ 1536x1536x60 grid points, 2.2 km grid spacing, $\Delta t = 20s$
- ▶ Period: 1999-2008
- ▶ Driven by ECMWF ERA-Interim reanalysis
- ▶ Calibration following Bellprat et al. (2016)
- ▶ Asymptotic turbulent length scale from Baldauf et al. (2011): 60 m

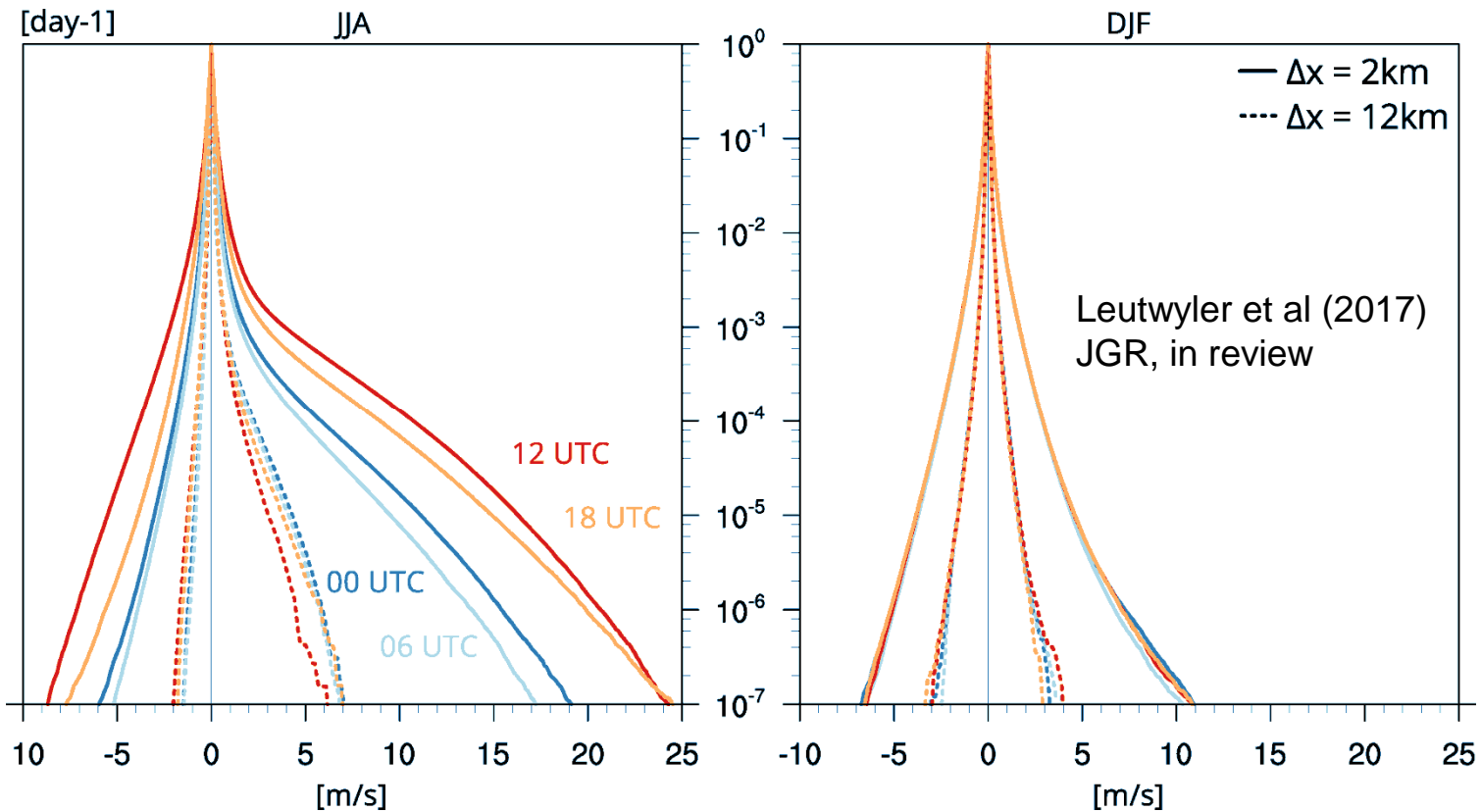


D. Leutwyler, PhD Thesis, ETHZ, 2016

Summer convection



Diurnal Cycle of Vertical Wind on 500 hPa



Peak over threshold, 500 hPa vertical wind, normalized, land-only

=> Increase of vertical wind with higher resolution

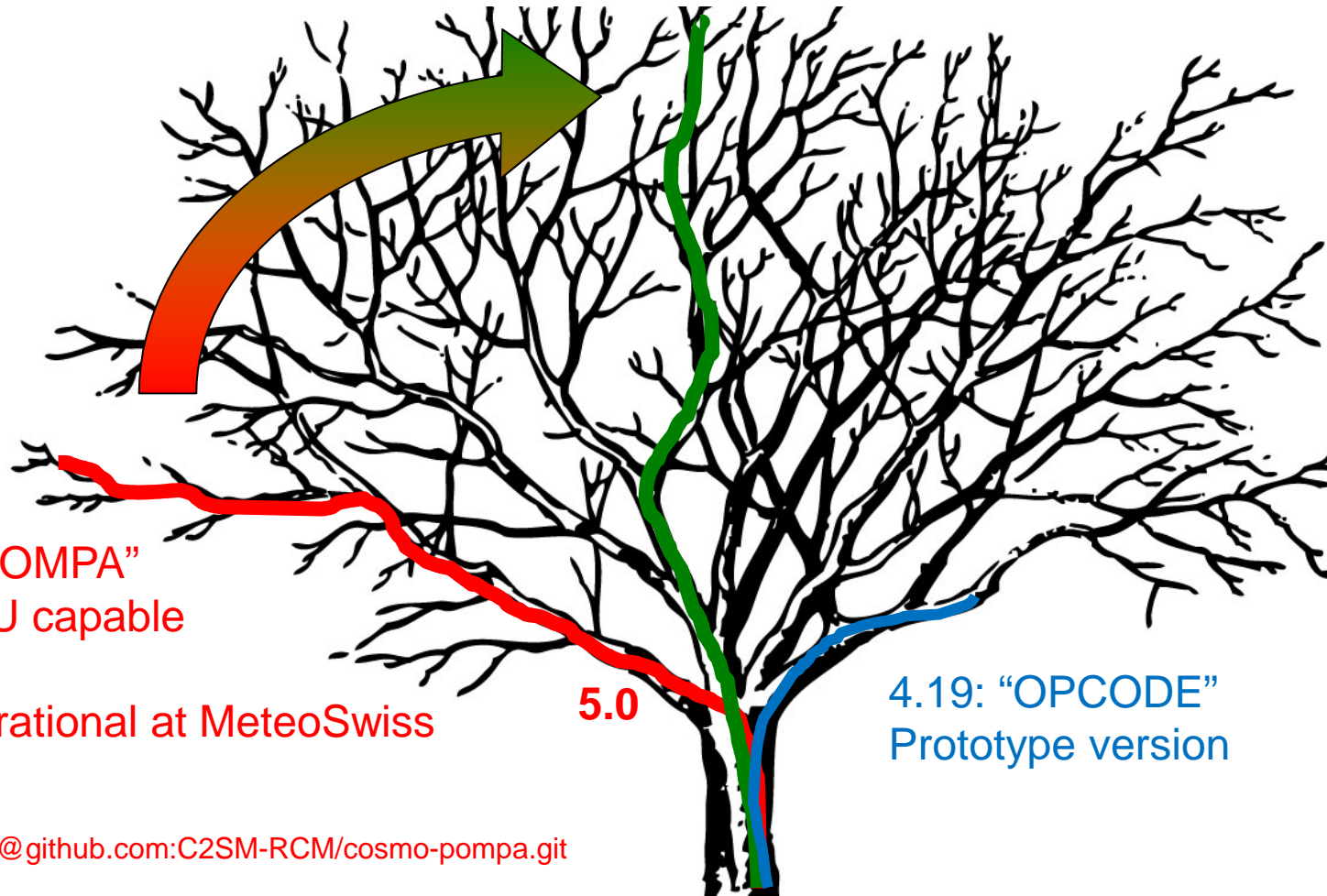
Model development : where are we ?



5.5: C++ dycore available for CPU only usage

5.X: Official version with full GPU-capability

Plan : current plan for official release September 2017



5.0+ "POMPA"
full GPU capable
version

- Operational at MeteoSwiss

5.0

4.19: "OPCODE"
Prototype version

Github : [git@github.com:C2SM-RCM/cosmo-pompa.git](https://github.com/C2SM-RCM/cosmo-pompa.git)

MeteoSwiss

CUS 8.3.2017

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Related projects

- CLAW
CSCS,
IAC (U. Lohmann)

```

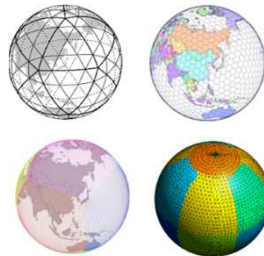
SUBROUTINE inv_th(pcl, pcal, ...)
  INTEGER:: kilsd
  !$acc parallel
  !$acc loop collapse(3)
  !$claw loop-interchange (k,i,j)
  DO i=istart,iend
    DO j=jstart,jend
      DO k=kstart,kend
        ! Computation is done here
      END DO
    END DO
  END DO
  !$acc end parallel
END SUBROUTINE inv_th

```

Optimization and performance portability using directives

<https://github.com/C2SM-RCM/claw-compiler>

- GridTools
(PASC)
Collaboration :
CSCS, ECMWF, RIKEN



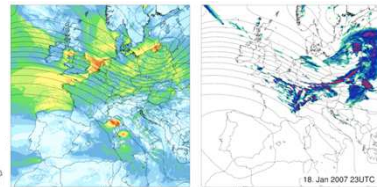
New library to replace STELLA supporting global models (IFS, ICON,...) and additional functions

- H2020 ESCAPE
ECMWF



Energy-efficient Scalable Algorithms for Weather Prediction at Exascale

- crClim



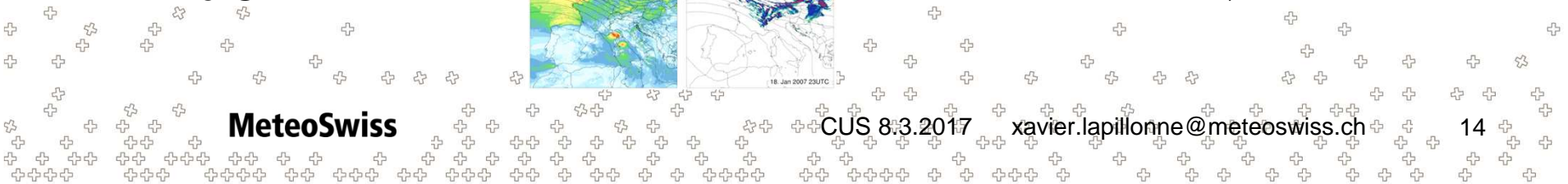
Climate simulations, ETHZ

MeteoSwiss

CUS 8.3.2017

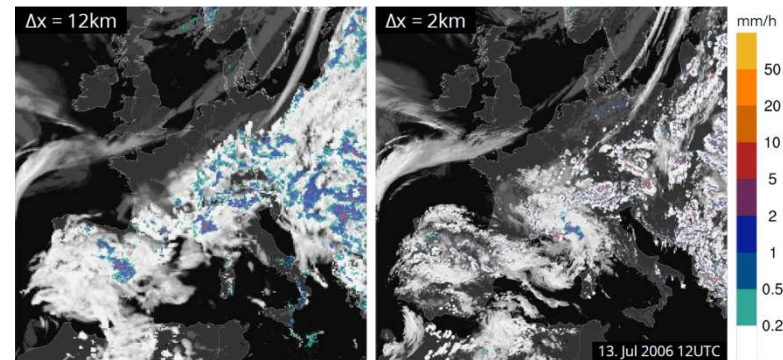
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Summary

- About **4x** was gained by software refactoring moving to GPUs as compare to traditional CPUs
- The new code version can be run in single precision
- Several projects already use for production these new developments
- The GPU branch is being merged to the official COSMO code and will be available in 2017.
- Info : training for compiling and using the C++ dycore will be given at the COSMO/CLM/ICON/ART-Training-Course 2017





Results



Piz Dora

Piz Kesch

Factor

Energy per member

10 kWh

2.1 kWh

4.8 x

Time with 8 sockets
per member

3.9 h

1.0 h

3.9 x

Cabinets required to run
ensemble at required
time-to-solution

1.4

0.38

3.8 x



Increase of x40 in computational cost of operational setup

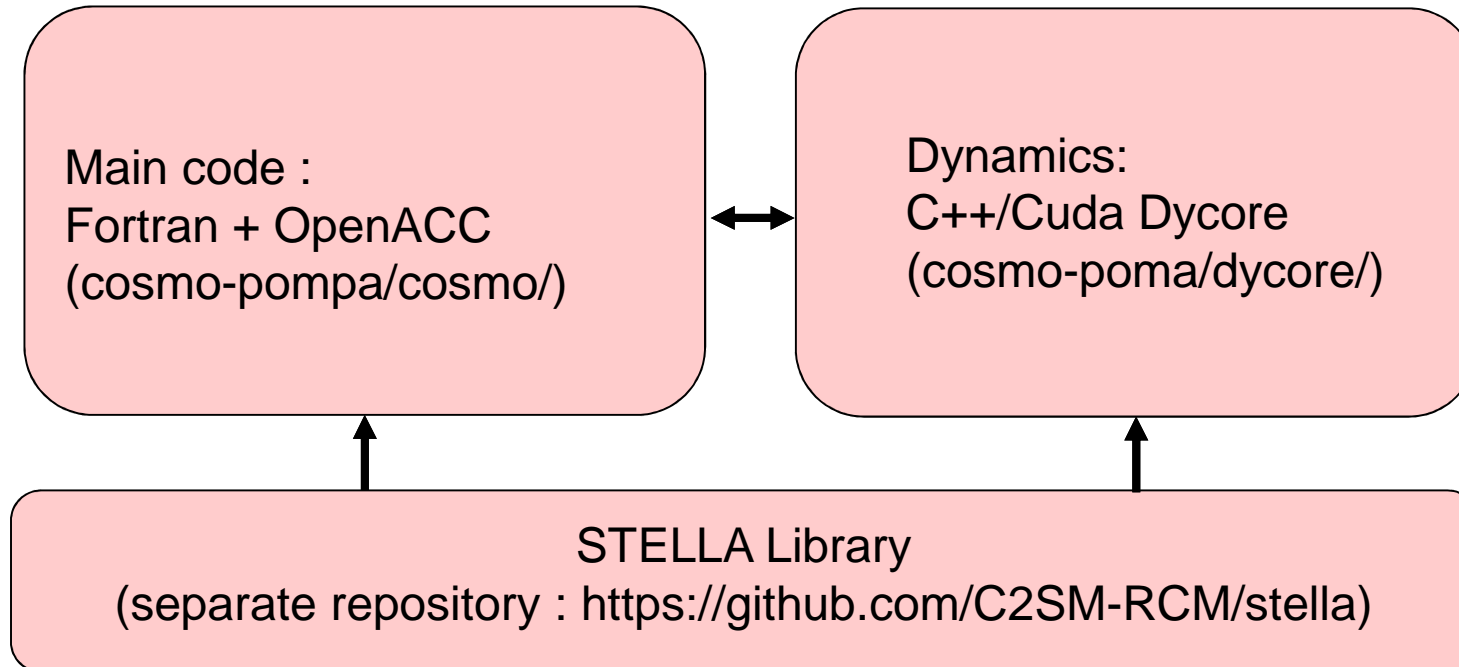
Key ingredients

- Processor performance (Moore's law) ~2.8 x
- Code refactoring and port to GPUs ~3.9 x
- Increase utilization of system ~2.8 x
- Increase in number of sockets ~1.3 x
- Target system architecture to application

≈ 40x



COSMO on GPU



- The GPU version requires to compile the 3 components: STELLA, Dycore and the main Fortran code

The COSMO model on GPU

- Take advantage of the high computational capacity of GPUs
- Low compute intensity : avoid GPU-CPU data transfer
- Full GPU port strategy : all computations on the GPU

